

1. An alphabet challenge game for a group of players, said game comprising:
  - a deck of card means for constructing words, said deck of card means comprising:
    - cards having a front and back face, said front face containing alphabet indicia for creating words from a dealt hand of cards during a participant's turn;
    - a first special function card containing a first character, said card used as a wild card, and
    - a second special function card containing a second character said card functions as a sabotage card used to alter a previous player's formed word.
2. The alphabet challenge game of claim 1, wherein said group of players could include up to twelve people:
  - two to four players require one deck of cards;
  - five to nine players require two decks of cards, minus said first and second special function cards from one of said decks;
  - nine to twelve players require three decks of cards, minus said first and second special function cards from two of said decks.
3. The alphabet challenge game of claim 1, wherein the cards containing alphabet indicia appear with the following frequency:

Four of the letter S;

Four of each of the first and second special function cards;

Three of each of the letters B, C, D, F, M, P and T;

Two of each of the letters G, H, L, N, R and W;

One each of the letters J, K, Q, V, X, Y and Z.

4. The alphabet challenge game of claim 1, wherein said wild card may be used to substitute any letter of the alphabet.

5. The alphabet challenge game of claim 1, wherein said second special function card can be used as follows:

having one special function card in a dealt hand, allows player to use said card to alter a word that has just been formed by an opposing player and immediately form another word to be placed;

having two of special function cards in a dealt hand allows player to use cards, a word that had just been formed by a player.

6. A method of playing an alphabet challenge game for a group of players, comprising the steps of:

dealing each player, starting with a designated first player, a twelve card hand from a shuffled deck containing seventy two cards, each of said hand containing a distribution of cards having on its face an alphabet indicia for creating words, a wild card designation and/or a

special function card designation;  
placing the remaining cards, face down, in a draw pile;  
removing a card from the draw pile, placing card face up to start a discard  
pile;  
moving from player to player, each player taking a turn which further  
comprises the steps of:  
first player draws a card from the draw pile or the discard pile and  
forms a word to be cast, after a first word is cast, player is permitted to use  
any of said special function cards, this rule applies to all players during  
their turn;  
if first player cannot cast a word, said player forfeits turn to next player;  
next player repeats word forming sequence;  
player who completes a last cast word by drawing from said draw pile or  
a top card from said discard pile, is considered the winner.

7. The method of claim 6 wherein said group of players could include up  
to twelve people:

two to four players require one deck of cards;  
five to nine players require two decks of cards, minus said first and second  
special function cards from one of said decks;  
nine to twelve players require three decks of cards, minus said first and  
second special function cards from two of said decks.

8. The method of claim 6, wherein the cards containing alphabet indicia appear with the following frequency:

Four of the letter S:

Four of each of the first and second special function cards;

Three of each of the letters B, C, D, F, M, P and T;

Two of each of the letters G, H, L, N, R and W;

One each of the letters J, K, Q, V, X, Y and Z.

9. The method of claim 6, wherein said wild card may be used to substitute any letter of the alphabet.

10. The method of claim 6, wherein said second special function card further permitting the steps of:

one said card in a dealt hand, permits player to replace any letter in a word previously cast by an opposing player, said player immediately forms and casts another word;

two of said cards in a dealt hand, permits player to remove one letter from a word previously cast by an opposing player while placing removed letter at bottom of deck, said opposing player must provide a replacement letter to form another word, and

three of said cards in a dealt hand; permits player to counter an opposing players use of said special function card.

11. The method of claim 10, wherein said player using said special function cards must have at least three remaining cards in hand, excluding said special function card, and, after using said cards must remove cards from game.

12. The method of claim 6 wherein a player has formed and cast a first word further permitting the steps of:

using an "S" card to convert a previously cast word by a current player to form a plural of said cast word.

13. The method of claim 6 wherein all players must state meaning of cast words or receive penalty points if not a word while forfeiting turn.

14. The method of claim 6 wherein a point system is provided to award a winner and to penalize each loser following each game, said point system comprising:

merit points weighted from zero to four for each alphabet indicia;  
penalty points weighted from 1 to five for each alphabet indicia, including said special function cards.

15. The method of claim 6 wherein said player who completes a last cast word by drawing from said draw pile or a top card from said discard pile, is considered the winner, however, if the deck is used up before said game ends, one of two options are considered, further comprising the choices of:

all players count their points, the least total penalty points is the winner, or current player reshuffles all discards in stack, placing face down to form a new deck and continues playing until one of said players completes hand and wins said game.

16. The method of claim 6 wherein said group of players decides rules of said alphabet challenge game, further comprising the steps of:

first cast word size, four, five or other number of cards;

whether player must state meaning of word when casting said word;

what is penalty if cast word is not a word;

implement a point system giving each player an agreed number of points

at start of game;

define word category to be used such as a category selected from the group consisting of animal, vegetable, names or other agreed upon categories.